M. O. M. APR. 1984

NEWSLETTER

MICRO OF MONMOUTH

VOL.3 ISSUE 4

MAY MEETINGS

MONDAY MAY 7

8:00 PM
MANALAPAN H.S.

UTILITY DEMO

GAME DEMO

BUSINESS DEMO

MONDAY MAY 21

8:00 PM
MANALAPAN H.S.

UTILITY DEMO

GAME DEMO

BUSINESS DEMO

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10 Sherwood Road
Manalapan New Jersey 07726

M.O.M.
Micro of Monmouth
The Newsletter of the Computer Club of Monmouth,Inc.

Barry Joseph
10 Sherwood Road
Englishtown, N.J. 07726

The Computer Club of Monmouth is a non-profit organization of ATARI Computer Enthusiasts who share a common interest in exchanging information on the programming and operation of the ATARI microcomputer system. The club meets at the Manalapan High School at 8 o'clock on the 1st and 3rd Mondays of each month. The meeting dates are changed or cancelled when a holiday or foul weather causes the school to be closed.

Neither the M.O.M. newsletter or The Computer Club of Monmouth,Inc. is affiliated with ATARI,Inc., Warner Communications or any of their subsidiary companies. All use of the word "ATARI", their model numbers or the Fuji logo, , on or between the pages of the M.O.M. newsletter are to be referenced as trademarks of ATARI,Inc.

The M.O.M. newsletter solicits from its members reviews, news, articles, orginial programs, classified ads, and any other material of interest for publication. Any material submitted for publication should be given to the editor at the meetings or have it mailed in.

The material in the M.O.M. newsletter may be freely copied. We request that credit be given to its authors and to M.O.M. This newsletter is sent to paid members of The Computer Club of Monmouth,Inc. and to other users groups on an exchange basis.

Classified ads are free to the members of The Computer Club of Monmouth, Inc.

ATARI COMPUTER ENTHUSIASTS

<< BUSINESS, BUSINESS, BUSINESS >>

MINUTES
by
Marvin Midlarsky

Robby Taylor gave us a fine demonstration of graphics with the KOALA pad.

Frank Fezza showed us how the dictionary program SPELL PERFECT is used in conjunction with the word processing program LETTER PERFECT.

Irwin Kaplan demoed a pseudo modem program

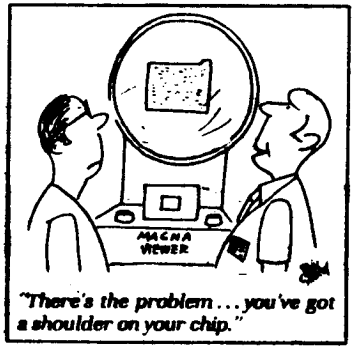
Frank Fezza finished the meeting with a fine tutorial on O.S. (the computer operating system) and D.O.S. (the disk operating system).

==========

SELL-OR-SWAP

****

Ken Kelly EVE-431-1010 At400w/32k,B-kybd & 410 Used PRICE $200.00	Michael Carovilanno EVE-364-3734 Touch Typing USED PRICE $12.00	Michael Carovillano EVE-364-3734 Atari Inv. to Prog III USED PRICE $12.00	Alan Schwenk EVE-493-8520 Centr.101 pnt.CAPS only USED PRICE $275.00
Ken Kelly EVE-431-1010 Advn.special coll.set Used PRICE $200.00	Michael Carovilanno EVE-364-3734 Graph It USED PRICE $9.00	Al Schwenck 201-775-6084 Tapes-Zaxxon,Frogger Knockout,Orthello,St & Cap, USED $50.00	AL Schwenck 201-775-6084 ATARI 400 48k,Rec. KeyBd,Used $150.00



"There's the problem... you've got a shoulder on your chip."

"Well, that's the problem. Solve it."

More predictions for 1984

AT & T

Look for this giant to soon introduce a pair of personal computing products. A 16-bit and 32-bit machine is expected , with both to run MS/DOS and Unix. This would be just the begining of market penetration in the business area. Also rumored is a $400 home/personal computer to be sold by those thousands of telephone stores. If anyone can tilt with IBM, it's AT &T. Talented enough to create and build their own designed machines, and with the available financial resources needed to establish itself, AT & T can compete with IBM in all markets. It will be an interesting collision.

COMMODORE

Commodore will introduce two new 64K computers with built-in software,including word processing and spreadsheet programs on chips. The new machines are priced to start at $400. Commodore is also working on talking software and looking at book publishing. Commodore has plans to bring out a computer with touch screen capability.

Now that their long-time president has left the Company, Commodore will move slowly in introducing new products. Adequate inventory and testing will be part of their future market plans with more emphasis on reliability .....More software for the Commodore 64 and Vic 20 will become available.....If Commodore can stick to it's plan, it will remain the premier low priced home and personal computer supplier.

SOFTWARE

Expect to see a squeeze-out in the number of software producers becasue of more competition and cheaper prices . It will be almost the same script as last years' hardware struggle for market share . There will be very few "second time" winners in the software market. What does Visicalc do for its' second act ???..or 1,2,3 ???

Windowing, intergrated programs, and software for upward micro-mainframe/mini compatibility will be the hot programs for 1984. LAN will also be in the news as new local area net working systems are developed for micros. Programs that were once thought to be sacred to minis and mainframes will also filter down to micros (CAD/CAM,3-D Modeling, and technical graphic programs).

All in all, an exciting and evolutionary year for software development.

Irwin Kaplan
February 1984

BRUCE LEE

Datasoft, Inc.
19808 Nordhoff place.
Chatsworth, CA 91311
(818) 701-5161
Memory Requirement 32K

Reviewed by: Steve Marano

Kung Fu fans take heart! Thanks to the folks at **Datasoft**, Bruce Lee is alive and well and living within the confines of your Atari computer, happily battling an assortment of villainous martial arts characters in this colorful new arcade game. BRUCE LEE is the creation of **Ron Fortier**, author of the now classic ZAXXON. In his new effort, Ron has produced a game that offers equally stunning graphics and superior playability. Though similar in concept to the myriad climbing, jumping, and maze games that now flood the market, the game transcends the ordinary by providing a skillful blend of edge-of-the seat arcade action and tactical opportunity.

The gameplay in BRUCE LEE is straightforward - you control the movements of the famed martial arts master as he penetrates his way through a series of increasingly hazardous chambers within the fortress of an evil wizard. A wealth of treasures (and points) await you if you cansuccessfully complete the journey and kill the wizard at its end.

Negotiating the chambers is not an easy task. Bruce must make his way through the fortress by jumping and climbing among many levels of platforms and ledges, avoiding hazards such as electric bolts, exploding bushes and "pan" lights that move horizontally across the rooms. Jumping up and grabbing various lanterns that hang from the platforms above may open up sealed passages or eliminate impassable obstacles. Indeed, only after a sufficient number of lanterns are captured will the trap door sealing each chamber open to allow passage to the next one. The first few chambers are relatively easy to master. Later rooms are much more difficult, and require careful planning to determine the best path to travel. Unfortunately, you are not afforded much time in which to plan the proper route. Throughout the journey, Bruce is relentlessly pursued by a sword-swinging ninja and a huge sumo wrestler (the Green Yamo) who delivers a mean flying kick when positioned close enough to the oriental master. Bruce has only his hands and feet to protect himself from the onslaught of his pursuers. Pressing the joystick button while Bruce is on the run allows him to produce a bone-crushing kick in his direction of travel. Two kicks are enough to stop the ninja; it takes three to drop the Green Yamo. Don't, however, stop to rejoice at their demise - Bruce's antagonists have the annoying habit of rematerializing at the most inopportune times and places.

BRUCE LEE is a game of surprising depth that will remain challenging after extended play. (Skeptics can contact my disgruntled wife who caught me time and again chewing up hours of precious time supposedly devoted to completing our tax return.) The graphics are outstanding - detailed, vividly colored backgrounds and smooth, responsive animation. Admirers of Synapse Software's PHAROAH'S CURSE will be pleased to notice the striking similarity in the two games (though BRUCE LEE'S gameplay is superior).

Two additional features add to one's enjoyment of the game. First, play options allow for head-to-head competition, in which two players alternately assume control of Bruce Lee and the Green Yamo. In effect, players are afforded the opportunity to play 'offense' and 'defense' in attempting to attain the highest score. Second, Datasoft provides the purchaser of BRUCE LEE with both diskette AND cassette versions of the program. Owners of cassette-based systems who plan to purchase disk drives at some time in the future will surely appreciate Datasoft's actions. The cassette also benefits existing disk drive owners, who can use the cassette version as a fail-safe backup. I applaud Datasoft for instituting this unusual packaging approach and hope that they will make it a permanent part of their marketing policy.

In summary, the combination of excellent graphics and playability as provided by **Ron Fortier** with a thoughtful packaging policy as practiced by Datasoft results in a thoroughly enjoyable game. I wholeheartedly recommend BRUCE LEE. Just plan to purchase it after April 15. Otherwise you may never finish your tax return.

LIBRARY REPORT

by
Jim Krutzler

For those of you who are contemplating the FORTH language, I would like to introduce you to a users group which deals only in FORTH. I had the opportunity to attend the FORTH Users' Group at Rutgers last month. Donald Forbes, of the JACG group, was steering this very informal gathering of FORTH users. I was very surprized to find the variety of microcomputers represented here. The public domain fig-FORTH seems compatable and readily understandable with all machines.

In order to get started in FORTH you need a copy of Leo Brodie's "Starting FORTH", Steve Calfee's JACG disks 19 and 20 with a copy of William Ragdales' 6502 assembler and a fig-FORTH public domain Installation Manual. Many of these publications are given freely when you attend the meeting. A real plus for this group. I came home with more literature than I could read in a month of Sundays.

By attending the meeting I not only learned something about FORTH but how other microcomputers interact with this language. Their next meeting dates are May 24, July 26, and Sept. 27. You might want to contact Don at a JACG meeting or phone him at 377-1208 to firm up the date, time, and place.

There are many other languages that are of interest to Atari users. Two of these languages are Pilot and LOGO. Our club exchanges newsletters with the Young Peoples' LOGO Association which deals exclusively in these. I did manage to read some old copies of their newsletters and was impressed with what I saw. There is a lot of good information here for helping children to learn about computing. After all, that was the reason these languages were developed.

I was contacted by Jim Muller of the Young Peoples' LOGO Assoc. requesting an exchange of library disks. I feel that this is a good opportunity to fill in some of the voids in our library. Therefore, an exchange of seven disks are being considered. I have asked the membership to come forward to review these disks and report its findings.

Thanks to the efforts of Joe Petrillo, the "Loaner Library" has grown very nicely. You may check out the following publications for a two week period.

Atari Demo Pac 1 to 11
Atari 400/800 Technical Reference Notes
Atari 400/800 O/S Manual
Atari 810 DOS 2.0 Source Listing
Atari 1200XL O/S Manual
Atari 1050 DOS 3.0 O/S manual

And on a final note, Disk #30 is now a two sided disk that contains the A and B version of the Atari Translator.

ULTIMA II
REVENGE OF THE ENCHANTRESS

reviewed by:
Joe Petrillo

Ultima II is quite possibly the best graphic adventure to hit the Atari market to date. It was written by Lord British and produced by Sierra on Line. The game comes complete with two disks, a cloth map depicting the Ultima world and it's mysterious time doors and extensive documentation for a price tag around $42.00. This program requires 48K of memory and is worth every bit of it.

Before the adventure begins proper you must format a player disk (the instructions explain this in detail) and create your custom adventurer. This is done by distributing a total of 90 points between six attributes; strength, agility,stamina, charisma, wisdom, and intellegence. You then will have to decide what race you would like your adventurer to be; human, elven, dwarven, or hobbit. In addition to the above you must decide what profession you would like your adventurer to be; fighter, cleric, wizard, or thief. Finally you must give this adventurer a name at which point the quest begins. Just a note at this point your decisions on the above adventurer have a direct bearing on his success in certain areas, for example a fighter can't steal as well as a thief and a thief can't cast spells that a wizard can. Again this is explained in detail in the documentation.

Throughout the booting and character creation stages of the adventure you will be prompted to insert and remove disks until such time as the adventure is to begin. The "ESC" key is used whenever a switch is made. Once the final switch has been executed and the adventure begun you will see the world of Ultima II with its mountains, villages, waterways and much much more, but tread carefully because anyone you meet on the plains is unfriendly. In fact they're down right hostile. You will see in the lower right corner of the screen four items, hits-(hit points), food, Exp.-(experience), and gold. Should either hits or food reach 000 your adventurer will expire with no choice but to create another and begin again.

Movement of your adventurer is accomplished by keyboard entry as opposed to joystick control (this possibly being the only drawback to the program). While moving about in Ultima you can transact, attack, don armour, board vessels and other modes ot transportation and much much more.

The object of the game is to destroy the evil sorceress Minax, who is for the most part indistructable. You must build up your experience points and hit points throughout your quest for the final assault. As you travel in Ultimas world you may enter time doors which will teleport you to another era with stronger creatures to defeat. You will have the chance to board a rocket and enter the universe of Ultima II, a point I have yet to reach but I'll keep on trying as any adventurer worth his salt would.

The game can be saved periodicly to continue when you've played for 6 hours and feel 2 hours sleep are necessary to function at work the next day. The "E" command when your adventurer is positioned over a village, town, tower, or dungeon will allow your adventurer to enter that facility. In closing I recommend this adventure to anyone who enjoys a graphic one player game. It is well worth the money for the hours you will enjoy playing it. I suspect that this is the first part of a series with the prospect of this really exciting. To see what I mean get ULTIMA II.

DUMP KOALA PICTURES TO PRINTER

John Callaghan

Ref. ANTIC Feb.84 Page 8

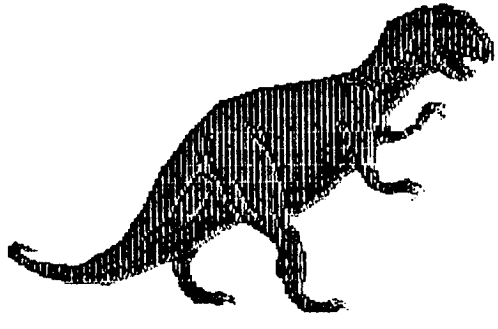
Thanks to Robert H Watson of Brooklyn,N.Y. you can store pictures that were created on Koala Pad's Micro Illustrator.To do so draw the picture,return to the menu,then with the stylus position the cursor on storage.(First replace the Koala disk with a formatted disk) now press the "INSERT KEY" on the Atari 800 keyboard, the drawing will automatically be stored on the disk under the filename of "PICTURE". Now it can be loaded to the computer by "Micro Painter".

I took this Antic Article further by changing it's name from "PICTURE" to "DINO" (With an option on Micro Painter). The reason being that I could now store more pictures on this disk, this is done by pressing "START" after Micro Painter was loaded. then press "L" when the option menu appears, answer prompt "LOAD FILENAME" with "PICTURE" you'll get an error:End Of File. Hit return and your picture will appear on the screen, press "OPTION KEY" When menu shows type "R" Screen shows prompt: "Rename Filename" type in:"PICTURE,(NEW NAME)"

You can play with the new picture on Micro Painter or continue on to print the picture, Materials needed to print the picture are: EPSON MX with graphtrax, Color Print disk and a few colored ribbons (printer type), the last is only necessary if you want to print in color.

You can elinamate "micro painter if you are only going to make a print of "PICTURE", Just load it to "COLOR PRINT" instead of "Micro painter".

To print a picture, Boot "COLORPRINT", The first option you have is to choose between a horizontal and a vertical picture. I chose vertical (horizontal will make a larger picture), Replace "COLOR PRINT" disk with your picture disk, Type "L" to load the picture program, picture is now on the screen, Press "START" when menu appears press letter "P" next choose LARGE or MEDIUM, I chose medium, next menu pick "N"; next pick 1; last pick "B". "WALLA"!!! The picture below...



SEAFOX

****

by BRODERBUND SOFTWARE

48K Required Memory for Disk
also available in ROM
$29.95 Disk - $39.95 ROM

Reviewed by Al Pavlick

SEAFOX is a maching language program requiring 48K which makes it necessary to romove the basic cartridge. It is a submarine action game in which the objective is to sink enemy ships both on the surface and underwater without torpedoing the intervening hospital ships. The game requires the use of joysticks for ship manipulation. Fuel and torpedos have a tendency to run out periodicly, but rest easy there is a friendly dolphin who replenishes your ship with both of these necessary items. That is it you can get to it before the "Clam" that pops up shortly after the dolphins appearance. The game is comprised of several missions each increasingly more difficult than the last.

1. Requires the arcader to sink ships and submarines; don't fire on hospital ships or collide with other submarines.

2. Requires the arcader to do the same but in this level anti-sub hunters drop deppth charges upon arriving on the scene.

3. This is the same as level #2 with the addition of enemy subs firing torpedos at your sub.

4. Essentially the same as level #3 with the added danger of magnetic mines being dropped by the enemy submarines.

Each player gets 25 torpedos and fuel at the commencement of each new lwvwl. Although fuel and torps are replenished by the friendly dolphin beware, don't hurt the dolphin in your rush to resupply. He has some very big, very fast and very vengful friends. To start the game simply press the fire button. In the heat of battle remember by pressing the option key you can pull back for a short R and R.

MISSING SOFTWARE

Kis Oleg of Software Spectrum, who rents software at our meetings, reports that a copy of MICRO FILER is missing and may have been inadvertantly taken by one of our members.

If anybody finds this program contact Oleg on 201-561-8777.

<< SOUND EFFECTS >>

by

Carl Archer

As you may know the ATARI is one of the best computers for sound and you can make pretty interesting effects using changing distortions, decaying loudness, and increasing or decreasing pitch. I mainly use decaying loudness because it can make many combinations of sound. Try this short program, for example:

```
10 REM *** THREE O'CLOCK ***
20 FOR I=1 TO 3
30 FOR L=15 TO 0 STEP -0.5
40 SO.0,20,2,L:NEXT L
50 NEXT I:END
```

This program should sound like a clock striking three. You can use decreasing pitch and decaying loudness as in this program:

```
10 REM *** SPACE SOUND ***
20 FOR L=15 TO 0 STEP -0.9
30 FOR P=230 TO 130 STEP -10
40 SO.0,P,10,L
50 NEXT P:NEXT L:END
```

Does that sound good? I hope so. You can also reverse the process by changing lines 20 and 30 to:

```
20 FOR L=0 TO 15 STEP 0.9
30 FOR P=130 TO 230 STEP 10
```

That sounds a little different. I am going to combine the two of them twice to make a quite interesting effect.

```
10 REM *** SPACE SOUNDS 2 ***
20 FOR I=1 TO 2
30 FOR L=15 TO 0 STEP -0.9
40 FOR P=230 TO 130 STEP -10
50 SO.0,P,10,L
60 NEXT P:NEXT L
70 FOR L=0 TO 15 STEP 0.9
80 FOR P=130 TO 230 STEP 10
90 SO.0,P,10,L
100 NEXT P:NEXT L:NEXT I:END
```

Now here is something that sounds a little bit like Adventure International's Sea Dragon, only this program waits for you to press the START key in order for it to end.

```
10 REM *** DECAYING BEEPS ***
20 FOR L=15 TO 0 STEP -2
30 FOR I=1 TO10:SO.0,500,10,L:NEXT I
40 IF PEEK(53279)=6 THEN END
50 FOR W=1 TO 100:IF PEEK(53279)=6  THEN END
60 NEXT W:GOTO 10
```

COMPUFAIR '84

SATURDAY MAY 19, 1984

NORTHEASTERN PENNSYLVANIA'S
THIRD ANNUAL COMPUTER FAIR

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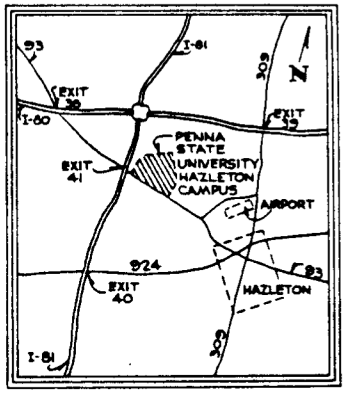

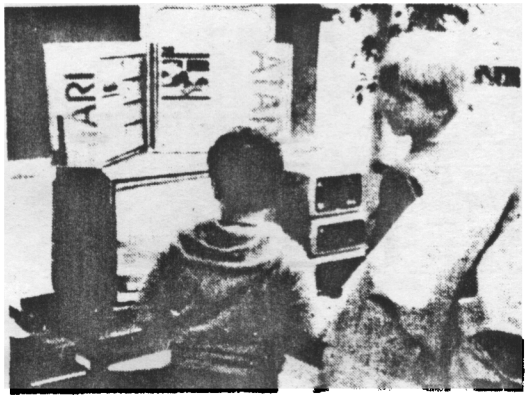

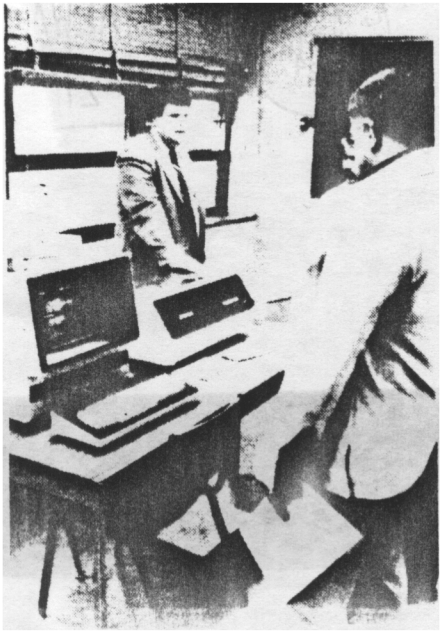

TIME 9 30am to 4 30pm
Saturday May 19 1984

PLACE PENN STATE HAZLETON CAMPUS (just off I-81 at exit 41)

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BUSINESS OWNERS AND MANAGERS TEACHERS AND STUDENTS
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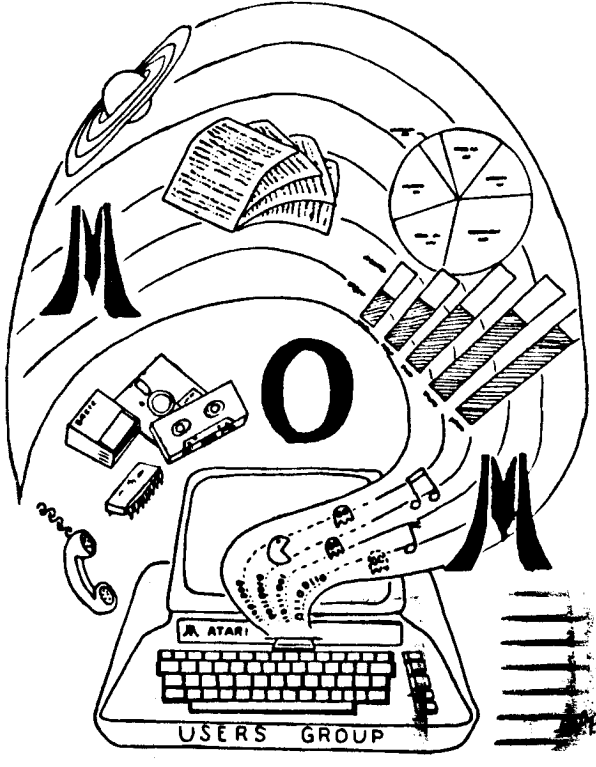

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